```
ec::IGeometryAccess
 + ~IGeometryAccess()
+ render()
# beginRender()
# onRender()
# endRender()
# IGeometryAccess()
     ec::Geometry
 # m data
 + ~Geometry()
 + recalculateNormals()
 + getVao()
 + getVbo()
 + getEbo()
 # Geometry()
 # beginRender()
 # onRender()
 # endRender()
 # setMode()
 # setType()
  ec::StaticGeometry
  + ~StaticGeometry()
  # setupMesh()
  # StaticGeometry()
ec::RectangleGeometry
+ RectangleGeometry()
+ RectangleGeometry()
+ ~RectangleGeometry()
+ init()
+ getWidth()
getHeight()
```